



**FIG. 1**

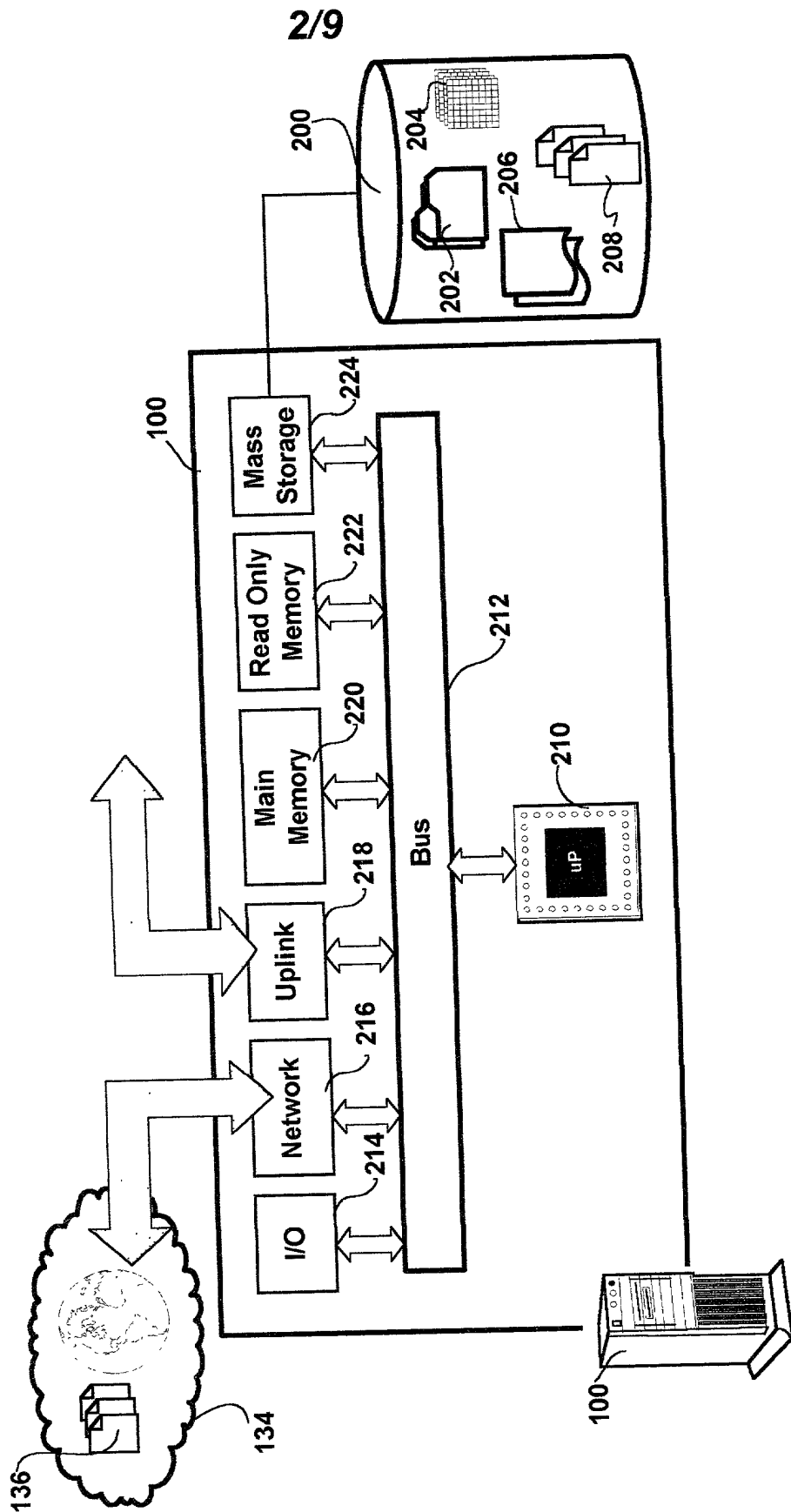


FIG. 2

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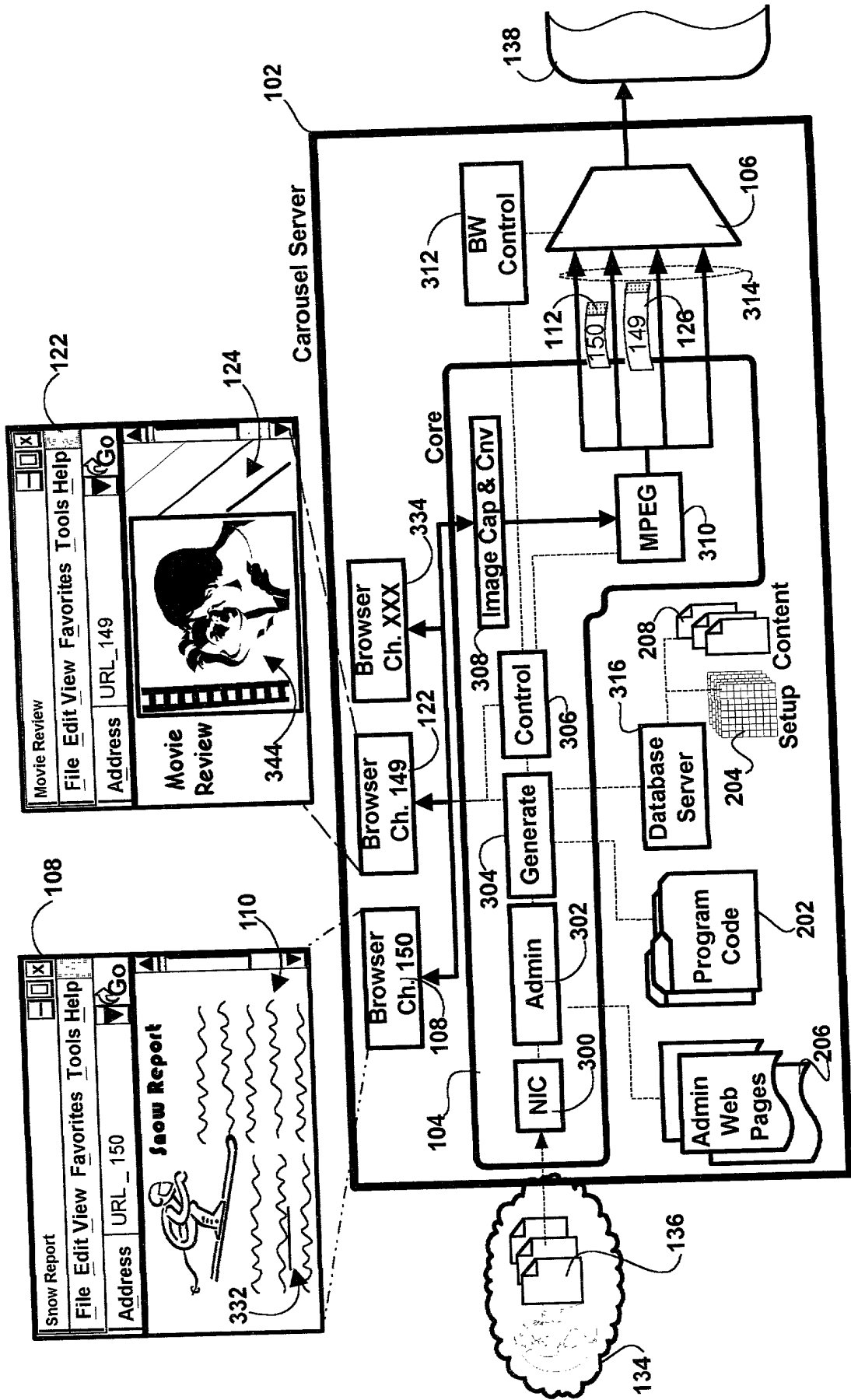
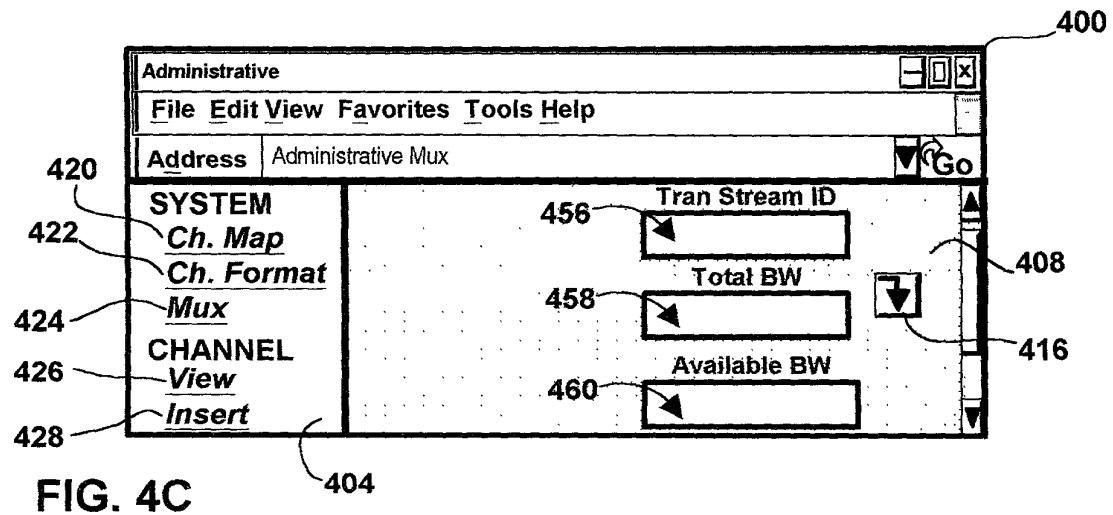
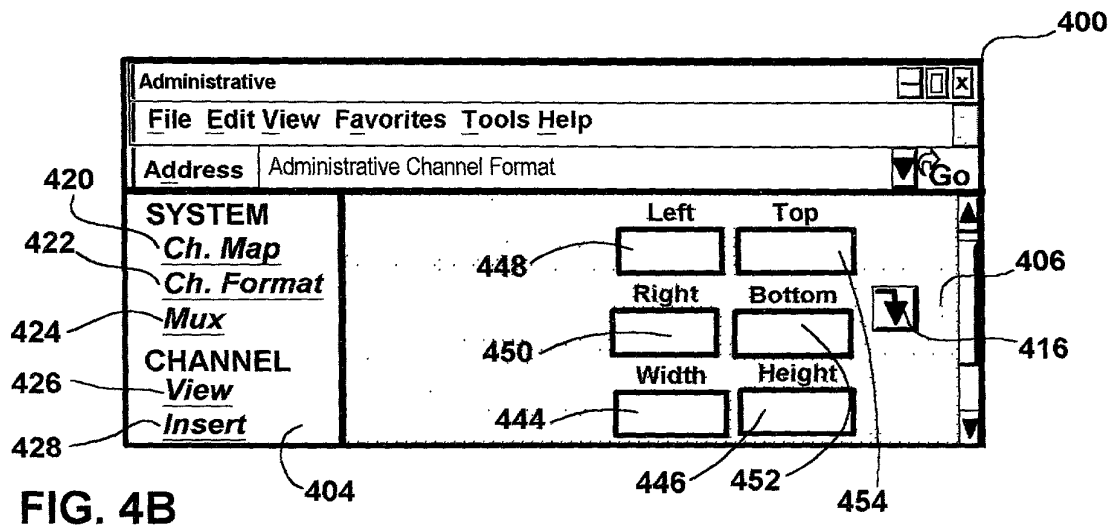
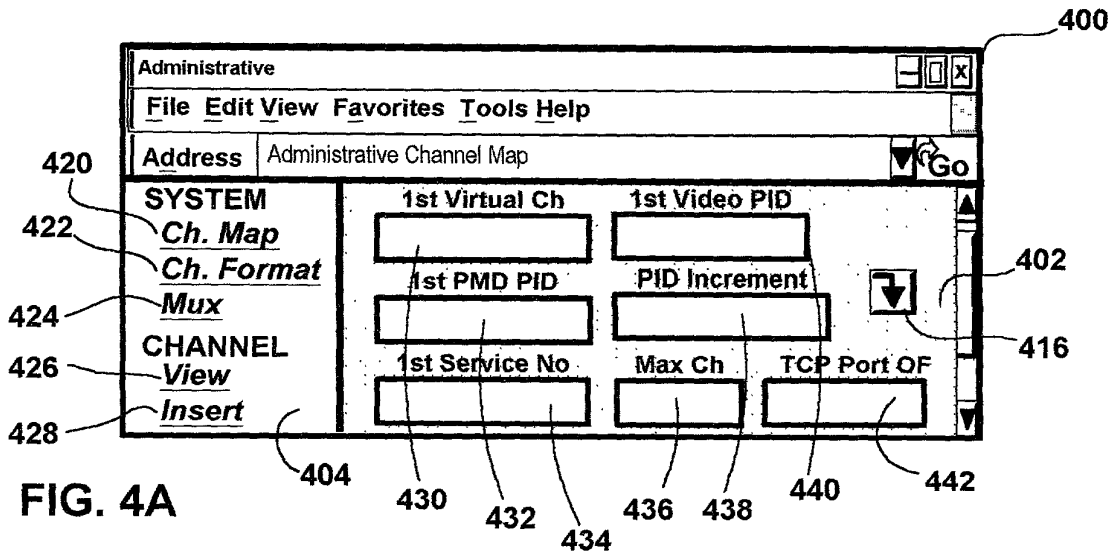


FIG. 3



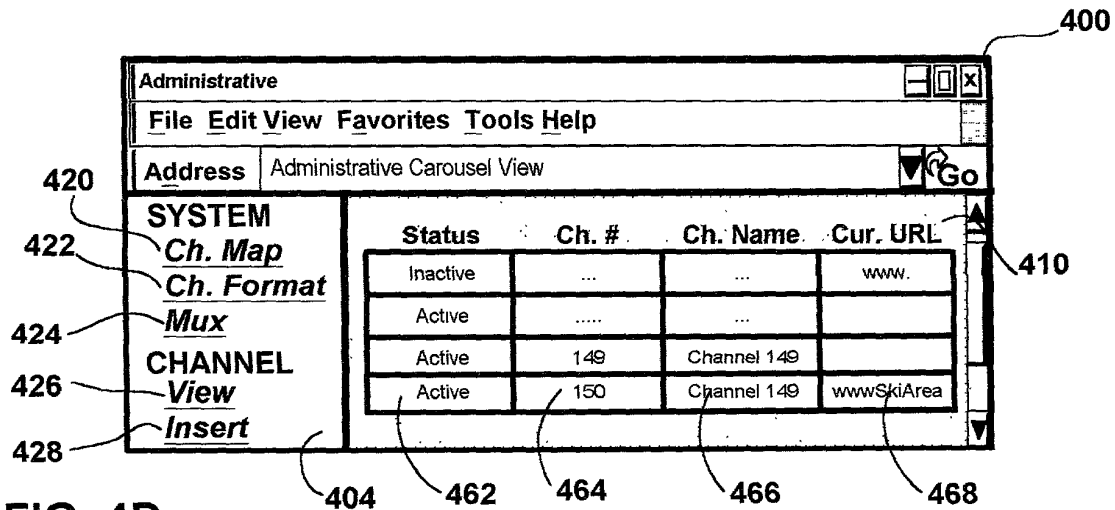


FIG. 4D

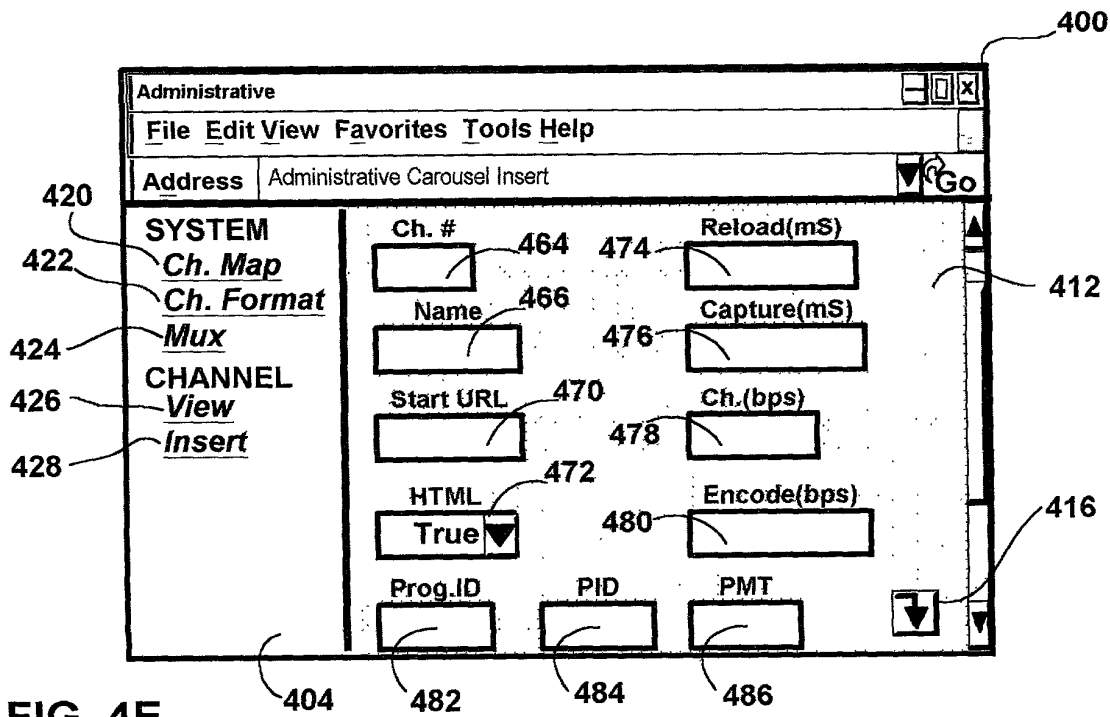


FIG. 4E

```

<HTML><HEAD><SCRIPT language=JavaScript>
  var AdURL = new Array(4); var MaxSite = 3;
  var adindex = 0;
  var scriptTimeout = 2000;

  AdURL[0] = " www.Ski_Area _1.html";
  AdURL[1] = " www.Ski_Area _2.html";
  AdURL[2] = " www.Ski_Area _3.html";
  AdURL[3] = " www.Ski_Area _4.html";

function loadPage() { var offset; adindex = getSearchValue("ScriptIndex");
  if (adindex == "") adindex = 0; if (adindex > MaxSite) adindex = 0;
  ArctosScriptFrame.location = AdURL[adindex];
  setTimeout("bumpNumber()", scriptTimeout); }

function bumpNumber() { adindex++; if (adindex > MaxSite) adindex = 0;
  if (location.search.length > 0) { var RetStr = ""; var searchStr =
  "ScriptIndex="; var offset = 0; var end = 0; var len = 0;
  if (offset != -1) { offset += searchStr.length; end =
  location.search.indexOf("&", offset);
  if (end == -1) end = location.search.length; len = location.search.length;
  RetStr = location.pathname + unescape(location.search.substring(0, offset)) +
  adindex + unescape(location.search.substring(end, len)); }

  else{RetStr = location.href + "ScriptIndex=" + adindex;}
}
else { RetStr = location.pathname + "?ScriptIndex=" + adindex; }
location = RetStr; }

function getSearchValue(name){ var searchStr = name + "="; var RetStr =
""; var offset = 0; var end = 0
  if (location.search.length > 0) { offset = location.search.indexOf(searchStr)
  if (offset != -1) { offset += searchStr.length; end = location.search.indexOf("&",
  offset)
  if (end == -1)
  end = location.search.length
  RetStr = unescape(location.search.substring(offset, end)) }
}
return (RetStr) }

</SCRIPT>
<BODY SCROLLING=NO BGCOLOR=BLACK onload=loadPage()>
<IFRAME ALIGN=CENTER BGCOLOR=BLACK frameBorder=0 height=480
width=640 name=ArctosScript SCROLLING=NO></IFRAME></BODY>
</HTML>

```

FIG. 5

600

Status	Ch. #	Ch. Name	Cur. URL	Start URL	HTML	Reload (mS)	Capture (mS)	Ch. (bps)	Encode (bps)	Prog.ID	PID	PMT
Inactive	1	Ch. 100	...				...				...	...
Active	149	Movie	Movie	Movie	False	1000						
Active	150	Ski_Ar.	Ski_Ar.	SkiA_2	True							

462 464 466 468 470 472 474 476 478 480 482 484 486

FIG. 6A

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1st V. Ch	1st PMD PID	1st Serv. #	Max Ch	PID Inc	1st V. PID	TCP Port Off	Width	Height	Margins	T.Stream ID	Total BW	Available BW

430 432 434 436 438 440 442 444 446 448-454 456 458 460

FIG. 6B

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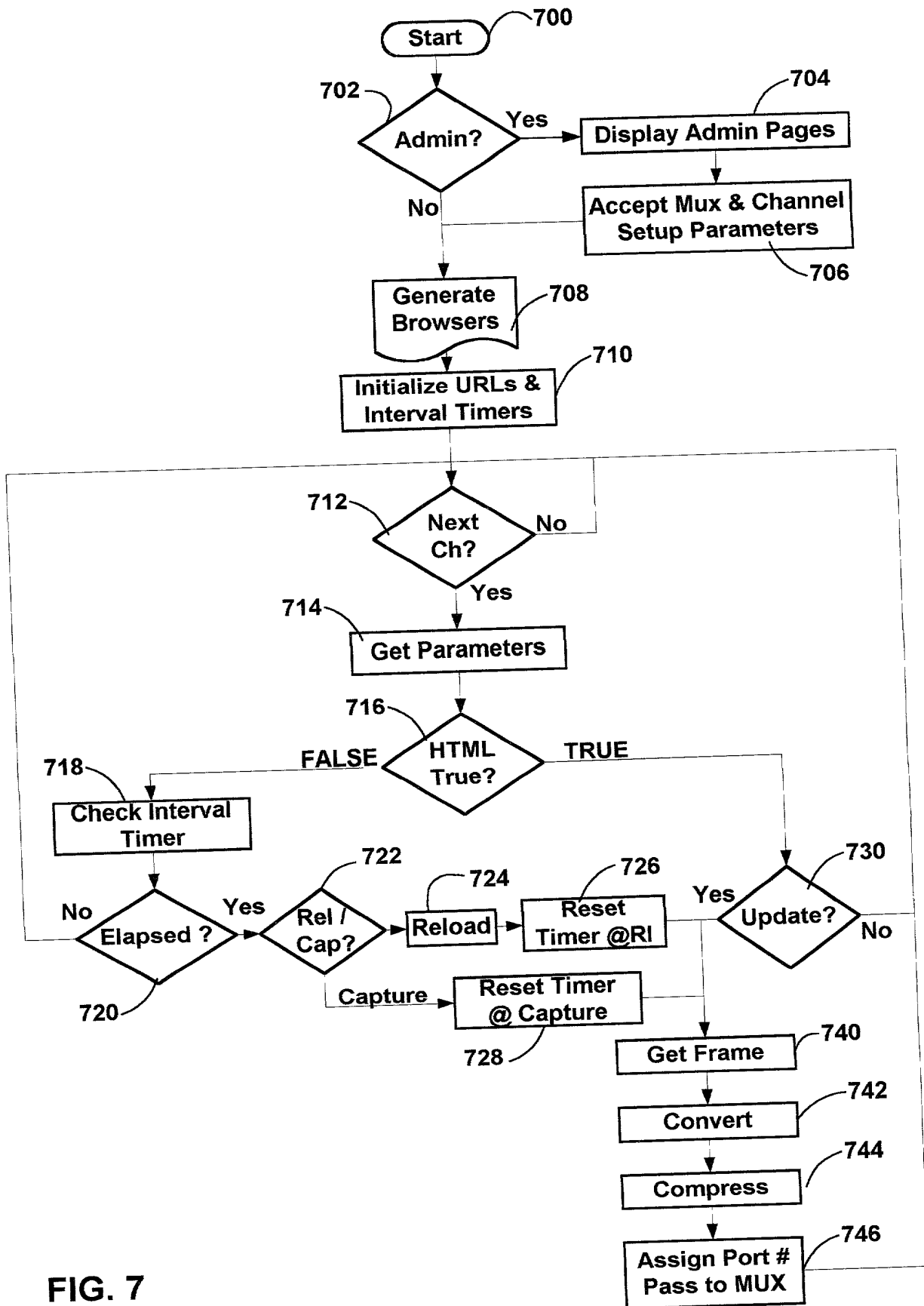


FIG. 7



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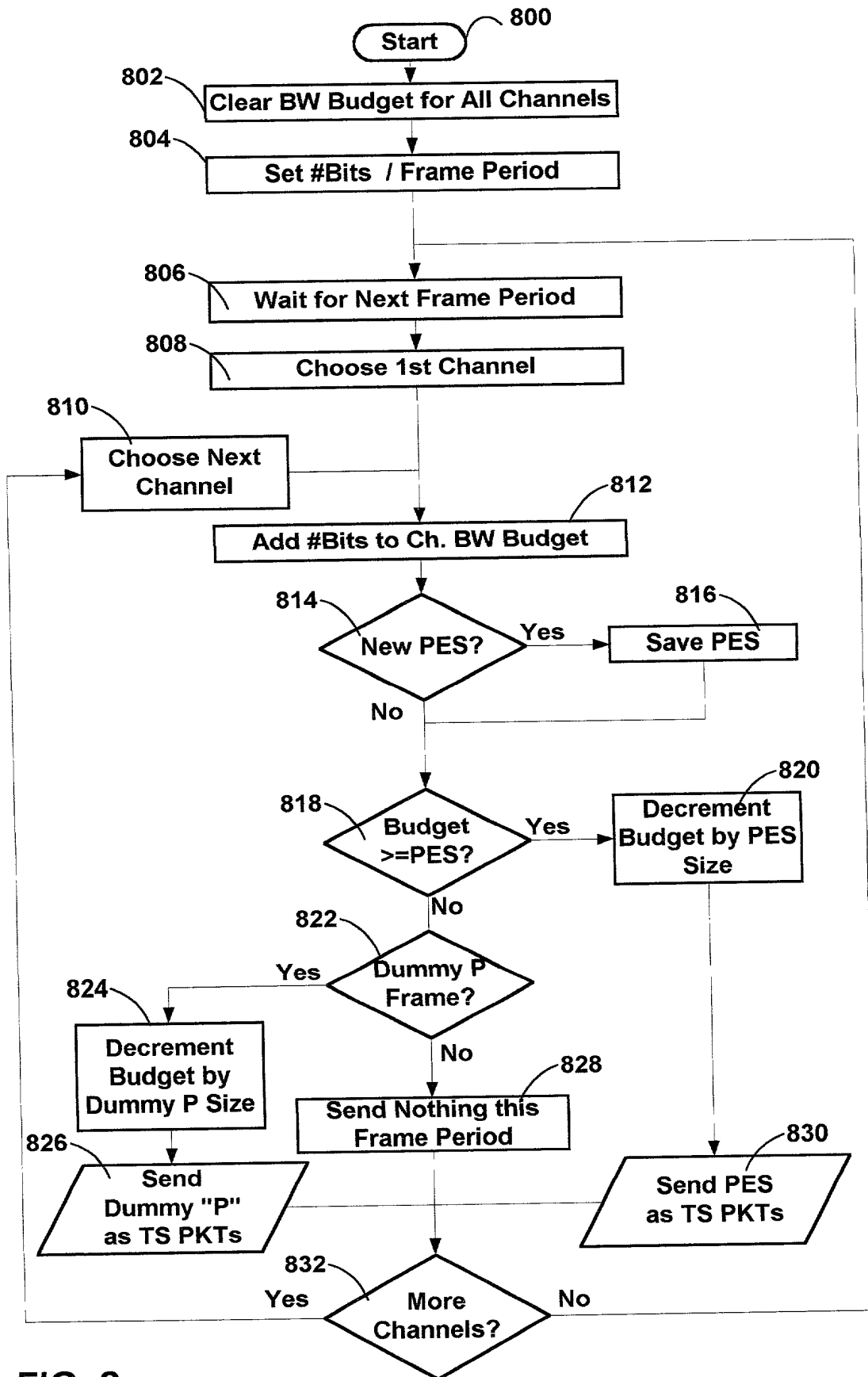


FIG. 8